TANDY

COLOR COMPUTER

Manual

For

MOBY MATHS

LOADING INSTRUCTIONS

CASSETTE:— Place the tape in the recorder, making sure that it is fully rewound. Press the PLAY button and type CLOADM. Press ENTER, and the program will load and start automatically.

NOTE:— if you should experience any problems in loading, please try the Backup copy on the reverse side of the tape.

DISK:— Place the disk in Drive 0, type RUN"MOBY" and press ENTER. The program will load and start automatically.

NOTE:— there is a Backup copy of the program on this disk which may be used by typing RUN"MOBYB"

PROGRAM OVERVIEW

Moby Maths is intended to be a fun way for children to learn and practise basic mathematics by combining learning with full colour fun. This will increase their rate of learning by a large extent.

Moby Maths covers Addition, Subtraction, Multiplication and Division, whichever you choose.

As with all learning programs, some time should be spent with younger players to make sure that they KNOW HOW TO USE the program.

PLAYING MOBY MATHS

When the program starts, you will be asked a number of questions to establish the type of mathematics, level of difficulty and speed at which the game will be played. Also how many questions are to be set.

TYPE OF MATHS:— The first menu will ask if the questions are to be on addition, subtraction, multiplication or division. Press the appropriate number, and the program will move to the next menu.

DIFFICULTY LEVEL:— Select the degree of difficulty by pressing the number you require.

SPEED:— The next menu asks for the speed and, once again, just press the number you wish to try.

NUMBER OF QUESTIONS:— You will then be asked for the number of questions to be set for the game. This may be any figure from 3 to 99. Type in this number and press the ENTER key.

PLAYING THE GAME:— When the above steps have been taken, the game screen will appear, together with the message "PRESS ENTER TO START", and the program will wait until you are ready to begin.

When you press ENTER, a math. problem will be displayed on the left of your screen while below it will appear a fish with an ANSWER in it. The fish will then start to swim towards the right of your screen, where MOBY is waiting!

If you think the fish has the CORRECT answer, you must PRESS THE SPACE-BAR before the fish reaches MOBY'S mouth. MOBY will then eat the fish to see if it really is the CORRECT answer.

MOBY will be very happy, and spout out water if the answer is CORRECT, but if it was WRONG, he will spit it out!

If you do not press the SPACE-BAR, then that fish will swim away and another will appear.

SCORING:— At the bottom right of your screen is a SEA CHEST which holds the progressive score.

GAME OVER:— When you have answered all the questions, the program will ask if you wish to PLAY AGAIN. Press Y to play again, or N to end the program.